STARRING
BOUNTY
BOB
XIX
BY
BILL
HOGUE
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Apple II-48K-Joystick

MINER 2049ER
STARRING BOUNTY BOB
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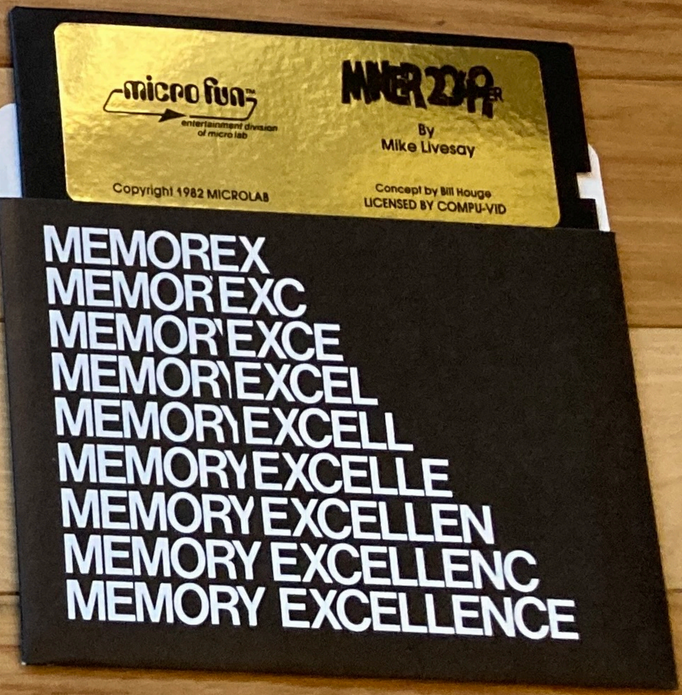
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MINER 2049ER
By Mike Livesay
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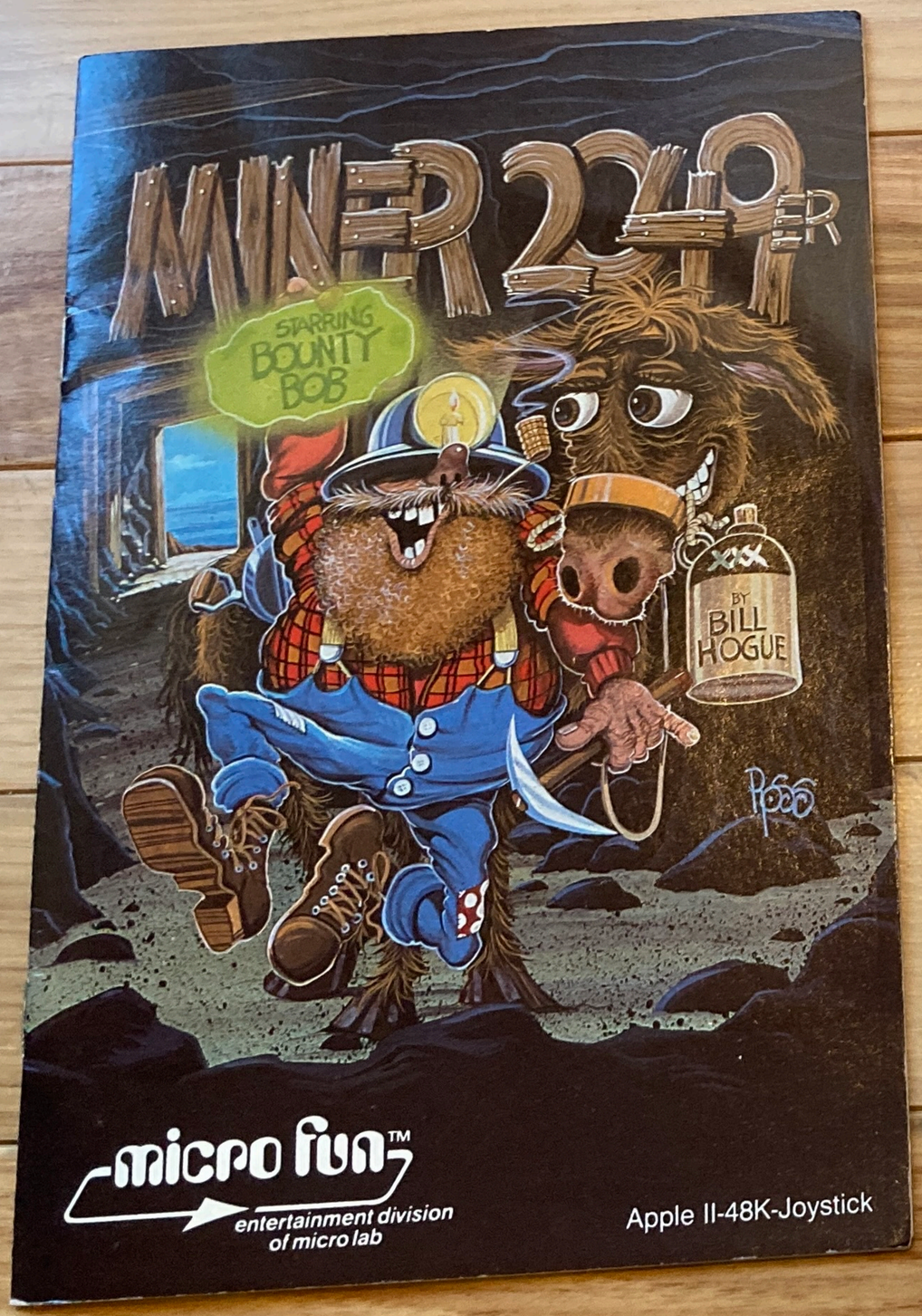
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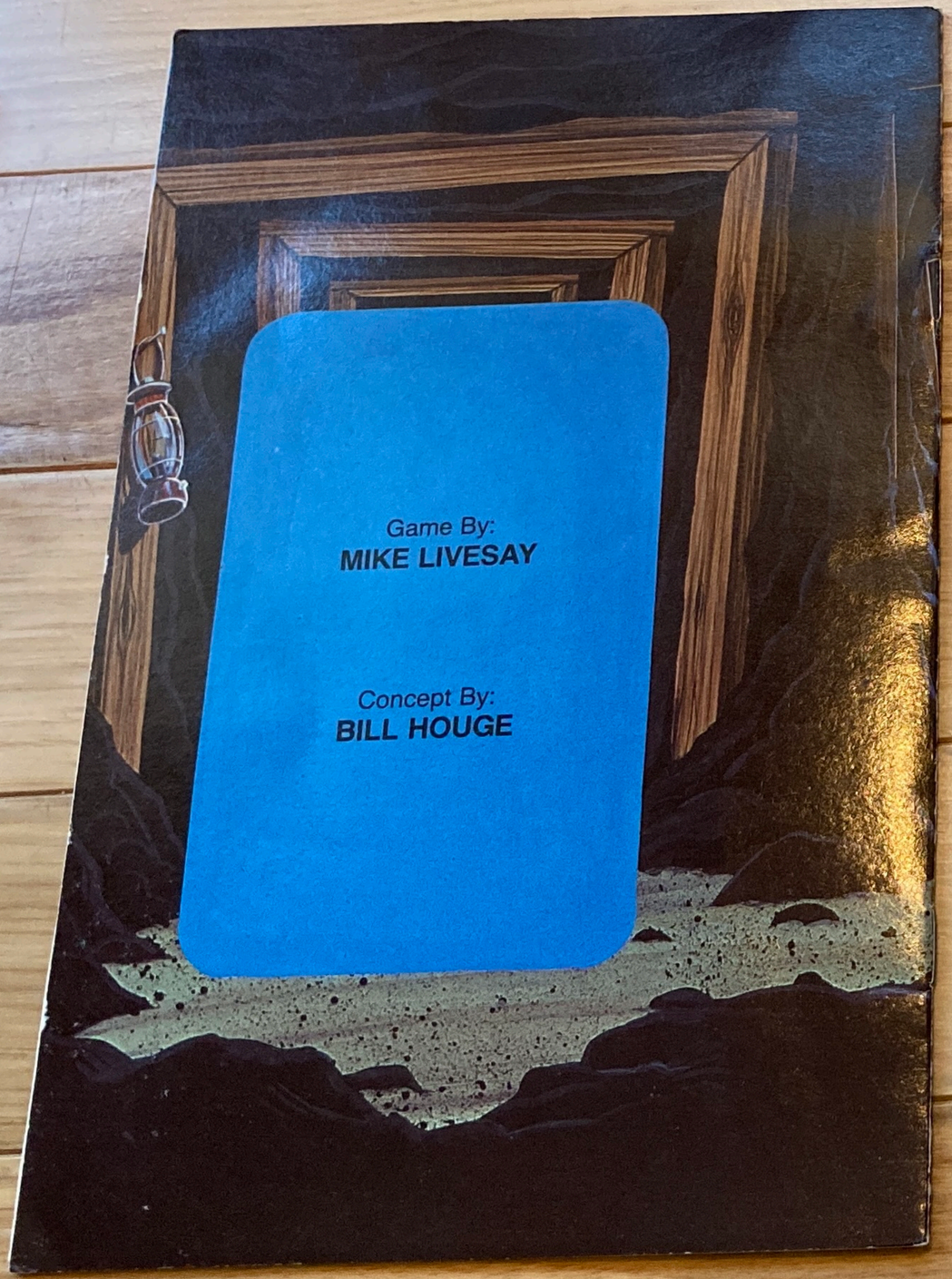
Game By:
MIKE LIVESAY
Concept By:
BILL HOUGE

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SCORING - Scoring is as follows:

Apples	= 200 points
Mutants	= 100 points
Framework	= 10 points
TNT	=1000 points/ton

You are rewarded 1 extra Bounty Bob upon reaching 10000 points.

The game retains the top 5 scores and players' initials as a permanent record on disk.

BOUNTY BOB MOVEMENT - Bounty Bob can walk, jump up, forward or backward, and climb up and down ladders. Joystick control is summarized below:

Horizontal Joystick - Walk left/right.
Vertical Joystick - Climb up/down.
Push button - Jump in place.
Horizontal control + push button - Jump forward/backward.

KEYBOARD COMMANDS - The keyboard commands that are active throughout the game are:

Esc - Starts/stops game
Ctrl-R - Restart game
Q - Turns the sound on and off. Audio is available simultaneously from the cassette output and the Apple's speaker.

MUTANTS - Mutants are dangerous until one of the apples is taken. After an apple has been taken, the Mutants change color and acquire a friendly appearance - they smile for a few seconds. During this friendly period they are vulnerable and may be touched to destroy them forever. If they are not destroyed, they will flash and then return to their dangerous state. Bounty Bob must jump over the Mutants to survive when apples are not involved in a level.

ELEVATOR (3) - The spacebar retrieves the elevator to Bounty Bob's level. Press 1-4 to arrive at the desired level. Bounty Bob may jump off the elevator at any time while it is moving, but he must be on it when you press 1-4 to set the elevator in motion. It also has a safety feature that will stop it automatically if Bounty Bob is at the bottom of the shaft while it is moving.

MOVING PLATFORMS (5-7) - Bounty Bob assumes the same motion as the platform.

RADIOACTIVE POOL (6) - Falling into the radioactive pool is lethal.

LIFT OPERATION (8) - To operate the lift Bounty Bob must first be standing on it, then press the spacebar to turn it on. Use the joystick to move it up and down. Press the push button to turn it off.

STOMPERS (9) - Contact with the Stompers is lethal. The moving platforms in this level are different from those in other levels in that they can only be used once. Once Bounty Bob jumps off a platform, they will stay in that position until the end of the level.

CANNON (10) - Bounty Bob must advance to the upper framework by being shot out of a cannon. To do this he needs to eat TNT, then jump into the cannon which is moved to the desired location using the joystick. Press the push button to fire the cannon . He will then move up 1 level per ton of TNT that he has eaten. You will also receive 1000 points per ton of TNT eaten. Be careful not to eat more than 3 tons of TNT at a time as this will shoot him out of the cannon at lethal speeds.